AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1.   (Currently Amended)   An image processing apparatus comprising:

prompt processing means for processing a prompt that provides training for a key operation corresponding to a special action of a ~~displayed object~~ first character of a game~~, wherein the special action was never before operable during the game,~~;

means for presenting the [[said]] prompt relating to [[an]] the special action ~~of the displayed object other than the special action~~ through a dialogue spoken by a second character to the first character, the dialogue being incorporated into a situation from the game and suggesting the key operation corresponding to the special action to a player[[,]]; and

~~means for activating the operation of the special action of the displayed object for the first time during the progress of the game, and~~

determining means for determining whether ~~the player~~ a key operation by the player correctly matches the key operation corresponding to the special action suggested by the prompt and for generating a result of the determination.

2.   (Previously Presented)   The image processing apparatus, according to claim 1, wherein said image processing means further comprises:

recognition means for recognizing the player key operation.

3.   (Previously Presented)   The image processing apparatus, according to Claim 2, further comprising repeat prompt processing means for outputting repeat prompts such as corrective advice, suggesting said key operation corresponding to the special action, to said output means in the case where there is no match in the result of the determination by said determining means.

4.   (Previously Presented)   The image processing apparatus, according to any of Claims 1 through 3, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the result of the determination by said determining means.

5.   (Previously Presented)   The image processing apparatus, according to Claim 4, wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the determination by said determining means is generated a plurality of times.

6.   (Currently Amended)   The image processing apparatus, according to any of claims 1 through 3, wherein, said key operations corresponding to [[a]] the special action of a displayed object the first character comprise a series of operations, and each of said operations in said series is output in said prompt while being shown by an action of the displayed object first character.

7.   (Previously Presented)   The image processing apparatus according to any of claims 1 through 3, wherein the image processing apparatus is configured as an electronic game apparatus.

8.   (Currently Amended)   A video game storage medium that stores program code for executing an image processing method, said medium comprising:

program code for recognizing a ~~player~~ key operation <u>by a player</u>;

program code for processing a prompt that provides training for a key operation corresponding to a special action of a ~~displayed object~~ <u>first character</u> of a game~~,~~ ~~wherein the special action was never before operable during the game,~~<u>;</u>

program code for presenting the [[said]] prompt relating to [[an]] <u>the special</u> action ~~of the displayed object other than the special action~~ <u>through a dialogue spoken by a second character to the first character, the dialogue being incorporated into a situation from the game</u> and suggesting the key operation corresponding to the special action to the player<u>; and</u>

~~program code for activating the operation of the special action of the displayed object for the first time during the progress of the game, and~~

program code for determining whether the ~~player~~ key operation <u>by the player</u> correctly matches the key operation corresponding to the special action suggested by the prompt and for generating a result of the determination.

9.   (Previously Presented)   The image processing apparatus according to claim 6, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the result of the determination by said determining means.

10.   (Previously Presented)   The image processing apparatus according to claim 9, wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the determination by said determining means is generated a plurality of times.

11.   (Previously Presented)   The image processing apparatus according to claim 7, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the result of the determination by said determining means.

12.   (Previously Presented)   The image processing apparatus according to claim 11, wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the determination by said determining means is generated a plurality of times.

13. (Previously Presented)   The video game storage medium of claim 8, further comprising:

program code for displaying symbols for a plurality of keys to be operated on a

sub-screen, according to the result of the determination by said program code for

determining.

14. (Previously Presented)   The video game storage medium of claim 13

further comprising:

program code for displaying said sub-screen in the case when a match is not

affirmed even when said result of the determination by said program code for

determining is generated a plurality of times.

15.   (Currently Amended)   An image processing method comprising:

processing a prompt that provides training for a key operation corresponding to a

special action of a ~~displayed object~~ first character of a game~~, wherein the special action~~

~~was never before operable during the game,~~:

presenting the [[said]] prompt relating to [[an]] the special action ~~of the displayed~~

~~object other than the special action~~ through a dialogue spoken by a second character to

the first character, the dialogue being incorporated into a situation from the game and

suggesting the key operation corresponding to the special action to a player[[,]]; and

~~activating the operation of the special action of the displayed object for the first~~

~~time during the progress of the game, and~~

determining whether ~~the player~~ a key operation by the player correctly matches

the key operation corresponding to the special action suggested by the prompt.

16 - 24.   (Canceled)

25.   (Not Entered)

26.   (Previously Presented) The video game storage medium of claim 8, further comprising program code for repeatedly outputting the prompt when the player key operation fails to match the key operation corresponding to the special action suggested by the prompt.